Krutik Parikh

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Projects

August 2020 – Present

React-Native Developer

Freelancing, Brampton

Server-less E-Commerce Mobile App build for the client in India to attract more customer and business. This app doesn't only focus on Customer but also focus on B2B so you can get certain amount of discount on bulk order.

- I have used React-Native Framework for developing app that supports both Android and IOS platform.
- Created several pages using the react-navigation and used firebase auth library for phone verification to enhance more security.
- Implemented Redux for the state management for unidirectional flow which further integrate with React-Native Firebase library for user actions.
- ES6 version of Javascript is used to manage the class and function-based react components
- Payment processing is done by stripe as per developer version.
- Admin-Panel is created in React JS to CRUD Product and get user information which also includes order tracking which is hosted using Netlify

Technologies used – React, React-Native, Redux, Stripe, Visual Studio Code, Firebase, JavaScript, Moment, Agile, Netlify and Node as package manager, Manual UI testing.
GitHub - ShopApp
Get Android Apk (Pre-release) – ShopApp.Apk
Demo APP – YouTube

December 2020 – December 2020

Full-Stack Developer

Freelancer, Brampton

Created Simple React Web App that consumes Asp.Net Web Api and perform CRUD operation.

- Frontend is created in React with the help of Redux as a state management and Redux-thunk as a middleware for aSync functions to make it simple I have used Material-UI library.
- Backend is created with the C# using the Entity framework and SQL Server and further to make request I have used the cors for any CRUD request that is been made by React app locally.
- Functionality is very simple It ask the basic information of user with validation and once you submit the form details it will go through the redux where Axios come to play and make the request of the local server(host) and then in return or response it gets the list of data that will appear in the able row and there you can have the chance to delete and update the form you have submitted.

Technologies used – C#, Entity Framework, React, Redux, Axios, Material-UI, SQL Server, Postman
GitHub – React+C#

October 2020 – December 2020

Android Developer

Volunteer, Brampton

Simple Kotlin App created to showcase my skills in Kotlin and Room using MVVM Architecture.

- Created 3 Relational Tables with room database with Entity and DAO.
- Fragments and Navigation are used with Safeargs and Shared-Preference to pass the local data between pages
- Data-Binding and View-Binding are used to make app data persistence.
- Coroutines and Live data is used to Get and Send the request to the Database,
- Adapters are used to display the Live Data.
- Animations are implemented to the navigation whenever we moved between screens

Technologies used – Kotlin, Android Studio, XML, Jetpack, Databinding, Navigation, MVVM, Fragments, Room, Coroutines, View binding, Recycler view, Card view, Live data
GitHub – Health-Care
Get Android Apk (Pre-release) – HealthCare.Apk
Demo APP – YouTube

October 2020 – November 2020

iOS Developer

Volunteer, Brampton

IOS App for Car dealers that help to identify which car is better to buy made using Swift, PHP, MySQL, WatchKit

- Created the MySQL Database to the C-Panel filling fake data
- PHP Script is created to get the Data from Table and Convert it to the JSON File and also publish on Server
- Function that get the data from the server and load into local object created using Swift
- Further that data passed to the watch app using Watch-Kit and display the JSON data in the Table for both Mobile device and Watch.

Technologies used – Swift, XCode, Cocoa Pods, Watch-Kit, PHP, MySQL, XCTest, C-Panel
GitHub – Mobile+WatchApp

October 2020 – October 2020

iOS Developer

Volunteer, Brampton

IOS game which is build for final project in Swift with Sprite-Kit and Physics Body which shoots the enemy ship and user ship will have 3 life every time it collides it loose one and to run the spaceship it needs to get fuel which extends 15 sec.

- User will have a space ship which will have 3 lives and 60 sec of fuel to survive which is created using the timer and timer is called into non-collision body.
- Four physics body created which randomly spawns enemy and after every 5^{th} enemy Fuel will spawn from top which extends the timer for 15 sec which I have created in such a way that when user collide with fuel it will extends the timer and if user space ship collides with enemy ship it will deduct one life.
- Enemy space-ship will spawn faster after some decided point and also it will randomly spawn from the top using the acr4random.
- Written Unit test covering 50-60% of app Excluding View-Controller which has no use for this Game.

Future vision – I will add user login with firebase and it will save their score to their account
Technologies used – Swift, XCode, Cocoa Pods, Sprite-Kit, Physics Body, XCTest
GitHub – Swift-Sprite Kit

October 2020 – November 2020

Android Developer

Volunteer, Brampton

Simple Quiz app developed with Kotlin and Jetpack Libraries to show case my skills. Which allows user to answer several random question users will have only 1 attempt to choose the correct answer if its wrong user will redirect to the home page and user can re-enter the quiz again.

- Followed the MVVM architecture to build and maintain the app.
- Fragments are used instead of activity for reusability.
- 7 pages are created and navigated using the jetpack Nav library.
- Databinding is used to make the app persistence on all devices including screen rotation and wrapped Constraint layout with Layout for Binding the items.
- Drawer and Option menu is created to navigate and get the hints for the question that is being asked during the quiz provided by Material component.

Technologies used – Kotlin, Android Studio, XML, Jetpack, Databinding, Navigation, MVVM, Fragments
GitHub – Kotlin-Nav

November 2020 – Present

WordPress Developer

Freelancing, Brampton

Creating E-Commerce website to sell blockchain coins which is integrated with affiliate marketing where user can refer and earn amount of money based on new user register.

- Local is being used to host and maintain the app locally which has inbuilt installed WordPress.
- WooCommerce is used as the main plugin to maintain and create the website along with Contact form 7, Mail Chimp and all in one migration.
- Storefront Theme is being used for base design and also over written pages for members dashboard using HTML, CSS along with PHP and WordPress Syntax.
- Used MySql for storing the data.

Technologies used – HTML, CSS, PHP, WordPress, SQL, Local, WooCommerce
GitHub – WordPress-WooCommerce

August 2020 – November 2020

iOS Developer

Volunteer, Brampton

IOS maps which is created in the swift using the Map-Kit and Core Location which takes 3 inputs and display the steps from the starting point to destination.

- Starting point of the app is already decided so user can enter the Waypoint#1, Waypoint#2 and Destination which is auto completed by the text fields.
- I have used the geocoder string to pass the address and get the steps into Table View and if the user is outside of Bounding box it will send an alert message to the user.
- Written UI Test codes using the XCTest that covers around the 60-70% of code base.

Technologies used – Swift, XCode, Cocoa Pods, Map-Kit, Core Location, XCTest
GitHub – Swift-Maps

April 2019 – August 2019

C# & .Net Developer

Volunteer, Brampton

Prototype of any Shopping app(E-Commerce) which is created in C# and .Net Core using the Entity Framework.

- Prototype of the E-Commerce web application using the C# for the frontend I have used the HTML, CSS and Bootstrap for more responsive view over Mobile and Web.
- Entity Frame work is used to generate the code for the backend which directly integrate with the MS SQL Server as the primary database.
- App is designed with waterfall methodologies and MVC as the design pattern for more code reusability.
- Test Class and Methods has been written covering 70-80% of application using Testing Tool named as Unit Testing.

Technologies used – HTML, CSS, JQuery, Entity Framework, SQL Server, .Net Core, MVC, Waterfall, Unit Testing
GitHub – C#.Net-Ecomm

January 2019 – March 2019

React Developer

Freelancing, Brampton

Created a website for my very good friend in India for his photography passion using React and Firebase

- Single-Page-Application which is created using React framework for better user experience
- All the CRUD operations are in separate admin panel which saves images in Cloud Firestore

- CSS and Bootstrap are mainly used for responsive design which is compatible in Mobile, Medium-sized device and desktop.
- To display the photos clearly and beautifully modal is used which parse all the entries or data from the Firestore.
- Hosted in firebase.

Technologies used – React, Node, Visual Studio, Code, Firebase and JavaScript
GitHub – React-Firebase
Weblink - Photography

January 2018 – Present

Web Developer

Volunteer, Brampton

Created a website for my self using the basic HTML, CSS and JavaScript

- Single-Page-Application which is fast to load and showcase myself at higher level
- CSS and Bootstrap are mainly used for responsive design which is compatible in Mobile, Medium-sized device and desktop.
- External JQuery and JavaScript library are used to make the website look better and perform some animation.
- Hosted with Netlify which is directly connected to the GitHub

Technologies used – HTML, CSS, JQuery and JavaScript
GitHub – Portfolio
Weblink - KrutikParikh

January 2018 – April 2018

Project Manager

Volunteer, Brampton

Created a detail Project Management Report for Bathroom Renovation as a part of my studies. Report is divided into 7 task list below

- Project Charter – Where the Project objective, key to success and roles are divided into listed members using the Project Software provided by Microsoft
- Scope Management – Where summary of project, Requirements and criteria are decided.
- WBS – Work breakdown structure where the project is divided in task, hours and all the cost and total time are predicted here in the MS Project
- Milestone Report – Where issues, task which are completed or in-progress is listed for the better understanding and who is responsible to complete the task
- Gantt Chart – All the report from the milestone is added into WBS file so we can have a final look or close look to the end project.
- Cost Estimation – Total cost which is predicted and actual cost which is paid and breakdown points for every task.

Technologies used – MS Project
GitHub – Ms-Project-Report